```
ec::IGeometryAccess
  + ~IGeometryAccess()
  + render()
  # beginRender()
  # onRender()
  # endRender()
  # IGeometryAccess()
            Λ
      ec::Geometry
  # m data
  + ~Geometry()
  + recalculateNormals()
  + getVao()
  + getVbo()
  + getEbo()
  # Geometry()
  # beginRender()
  # onRender()
  # endRender()
  # setMode()
  # setType()
            Λ
  ec::DynamicGeometry
  + ~DynamicGeometry()
  # DynamicGeometry()
  # beginRender()
  # update()
ec::DynamicLineGeometry
+ DynamicLineGeometry()
+ ~DynamicLineGeometry()
+ setStart()
+ getStart()
+ setEnd()
+ getEnd()
+ setLineWidth()
+ getLineWidth()
# onRender()
# init()
# initVertices()
# initTexCoords()
# initIndices()
```